One Roll Spaceships

D4 : How large is it ?

As mentioned before, all ships are relatively small. Think the Millenium Falcon or Serenity.
1. Smaller than normal. (-2 HUL, fast)
2. As large as normal.
3. Larger than normal. (+4 HP, +2 HUL, slow)
4. Much larger than normal. (+8 HP, +4 HUL, very slow)

D6 : What kind of ship is it ?

Note that this is only its intended design, not necessarily what it is currently being used for.
1. Military : For combat or troop/starfighter transport. (+1 Armour/+1 damage)
2. Research : For exploration, survey, and analysis. (laboratory, medbay)
3. Industrial : For mining, construction, salvaging, etc. (various tools)
4. Merchant : For transporting goods and resources. (huge cargo bay)
5. Liner : For transporting many individuals at once. (many cryopods)
6. Personal : For transporting a few individuals in luxury. (many staterooms)

D8 : Who owns and operates the ship ?

This determines what sorts of jobs it performs, who crews it, and what sort of legal recourse attacking (or helping) it incurs.
1. A major interstellar power.
2. Rebels, rogues, and dissidents.
3. A private individual living aboard the ship.
4. Independent workers who own their own ship.
5. A megacorporation.
6. Friendly or neutral aliens.
7. Hostile or enigmatic aliens.
8. Robots, independent or for their owners.

D10 : What is its main strength ?

Most of these are combat related, but can also say something about what it is used for, either beyond its initial design or what specific role within that design.
1. Reinforced hull. +3 HUL.
2. Large engines. +3 ENG.
3. Overclocked systems. +3 SYS.
4. Armour plating. +1 Armour.
5. Targeting computers. +1 damage.
6. Strong shields. +4 HP.
7. Exceptional maneuverability.
8. Long range, high accuracy sensors.
9. Difficult to detect and scan.
10. Has the benefits of another ship type.

D10 : What is its main weakness ?

As above, but in reverse, saying what it isn't used for. Can also be useful to determine what went wrong on a damaged or derelict ship.

1. Cracked hull. -3 HUL.
2. Small engines. -3 ENG.
3. Buggy systems. -3 SYS.
4. Obvious weak points. HUL damage always causes critical damage.
5. Undersized weapons. -1 damage.
6. Weak shields. -4 HP.
7. Slow turns and acceleration/deceleration.
8. Inaccurate, obvious sensors.
9. Adware constantly broadcasts its position.
10. Lacks the benefits of its ship type.

D12 : What is it doing ?

Vague, but keeping in mind the previous rolls can help narrow down exactly what it's doing.

1. It's a pirate ship, and pursues the party. +1 damage if not a Military ship.
2. It's a pirate ship, and is pursuing/boarding a ship. +1 damage if not a Military ship.
3. It's being hunted by, or is hunting, a pirate ship.
4. It's drifting in space, somehow damaged or disabled and in need of aid.
5. It's following the party, purely by coincidence.
6. It's defending something, and threatens the party against approaching it.
7. It's doing whatever it is it was built to do, but is obviously about to fail.
8. It's offering the party a trade, but rarely one as simple as credits for fuel.
9. It's doing whatever it is it was built to do, but in a way dangerous to the party.
10. It's resupplying from a cache of valuable materials, and is clearly vulnerable.
11. It's requesting the party's aid in return for a reward.
12. It's offering the party something its crew has no use of, but they would appreciate.

D20 : What does it look like ?

Again this is mostly for flavour, but again it can also be a good base for coming up with ideas. A corporate ship that's blocky and grey will be run by a very different corporation, ro at least for very different purposes, than one that looks sleek and elegant.

1. Blocky and grey, totally devoid of intentional aesthetic.
2. Sleek and elegant, pure white with black glass.
3. Black and angular, as if a stealth ship.
4. Green and organic-looking – possibly a living ship.
5. Red and curved, like a retrofuturist rocket ship.
6. A mechanical cube, sphere, pyramid, or other polyhedron.
7. Spindly and elegant, golden and shimmering with large glass planes.
8. A Frankenstein of several other ships welded together.
9. Dark blue, long and with rounded edges and bright yellow windows.
10. Ostentatious and religious, like a cathedral turned into a ship.
11. Bright white plastic with blue and orange extremeties.

12. A series of bright green spheres connected by pipes.
13. Insectoid in appearance, with bright, clashing colours.
14. Cartoonish, covered in stars, constantly shifting between several vibrant colours.
15. Narrow and angular, like an upsized starfighter.
16. Round, smooth edges, dull yellow, orange, or brown.
17. Imposing, blocky, and long, red as blood.
18. White, sleek exterior half-conceals a pitch black, biomechanical interior.
19. An asteroid, space station, or even space lifeform's corpse turned into a ship.
20. Deep purple, with shiny metallic trimming.